

GAME BOY ADVANCE

AGB-B24E-USA

POKÉMON Mystery Dungeon

RED RESCUE TEAM



Cover illustration by Ken Sugimori

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit
www.nintendo.com/community.

If you prefer to use your phone, recorded tips for some of our hottest games are available on our Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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THE STORY

*T*his game takes place in a world where there are no humans—only Pokémon... You (a human), out of the blue, have come to this world and been turned into a Pokémon—your senses and feelings are also becoming more like a Pokémon... Why have you turned into a Pokémon? It is up to you to solve this mystery on your adventure!

CHARACTERS

A lot of Pokémon that you are familiar with will appear in Pokémon Mystery Dungeon. Here is an introduction to the main Pokémon in the game.

Hero Pokémon (you)

The Pokémon you play will be chosen based on how you answer the questions of the personality test at the beginning. What Pokémon will you become?

Partner Pokémon

The Pokémon which becomes your partner Pokémon will be one of the following ten. No matter which one you choose, it will help you in your adventure!

Seed Pokémon

BULBASAUR

TYPE: GRASS, POISON



Lizard Pokémon

CHARMANDER

TYPE: FIRE



Tiny Turtle Pokémon

SQUIRTLE

TYPE: WATER

Mouse Pokémon

PIKACHU

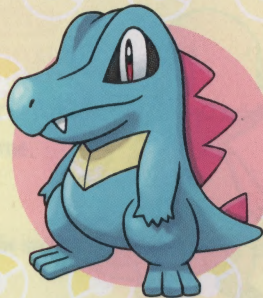
TYPE: ELECTRIC



Leaf Pokémon

CHIKORITA

TYPE: GRASS



Big Jaw Pokémon

TOTODILE

TYPE: WATER



Fire Mouse Pokémon

CYNDQUIL

TYPE: FIRE



Wood Gecko Pokémon

TREECKO

TYPE: GRASS



Mud Fish Pokémon

MUDKIP

TYPE: WATER



Chick Pokémon

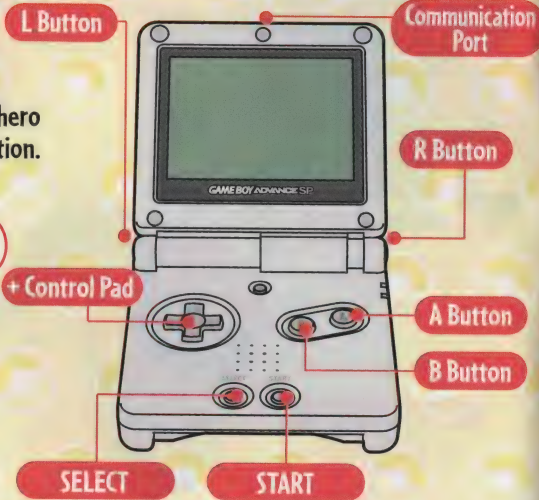
TORCHIC

TYPE: FIRE

CONTROLS

First off, here is a quick overview of the system and the button layout. You can see how you can control the hero Pokémon by reading this section.

Make sure to remember the controls.



	Field	Dungeons
A Button	• Select command.	• Use regular attack. • Talk to the Pokémon you are facing.
B Button	• Cancel command. • Run by holding the B Button while using the + Control Pad. • Open the menu.	• Open the menu. • Run by holding the B Button while using the + Control Pad.
START	• Not used.	• Decide which direction to face while standing still.
SELECT	• Sort items on the item window.	• Display map. • Sort items on the item window. • Set Moves.
R Button	• Select multiple items from storage.	• Hold the R Button then use the + Control Pad to move diagonally.
L Button	• Select multiple items from storage.	• This button is not used alone.
+ Control Pad	• Move cursor. • Move characters.	• Move cursor. • Move characters.
External Extension Connector	• The Game Link cable, which is needed for communication play with your friends, connects here.	

L Button + A Button	Use set Moves.	L Button + R Button	Throw set items, such as a rock.
L Button + B Button	Check message log.	A Button + B Button	Pass your turn without moving.

STARTING THE GAME

Insert the Game Pak into the Game Boy Advance/SP system, then turn on the power. When the title screen is displayed, press START.



Playing for the First Time

Answering the questionnaire.



When you play for the first time, some questions will be presented to you. Be honest when answering the questions—think about how you would really respond. Your answers determine which Pokémon you will be on your adventure.

Name Pokémon



After the questions, you will be asked to name your partner Pokémon. Enter a name that you think is the best. Once done, choose "End." Once you awake in the game, you will be asked to enter your name. Do the same thing you did for your partner.

Entering names

+ Control Pad Move cursor

L Button Move cursor left

SELECT Not used

A Button Select

R Button Move cursor right

OVR/INS Overwrite a letter or insert one

B Button Delete a letter

START Move the cursor to "End"



Continuing the Game



When you play after you save the game, the top menu screen (to the left) will be displayed. Choose a command and select with the A Button.

When you choose "Continue"

You can resume the game from the spot where you last saved. Your play time and the number of your adventures will also be displayed.

When you choose "Adventure log"

You can check your rescue team's achievements. You can also check the Moves you have remembered, and the number of Pokémon that have joined your team.

When you choose "Delete Save Data"

Your save data will be deleted. Your Adventure log will still remain; however, the rest of your data will be cleared and you will have to start from the beginning.

When you choose "Friend Rescue," "Trade Items," or "Wonder Mail"

Using the Game Boy Advance Game Link cable, or by entering passwords, you can interact with your friends (see page 43). These features expand the adventures possible to you.

HOW TO STOP PLAYING

Even if you are on an adventure in a dungeon, you can quicksave your game. Save your adventure whenever you want, and proceed at your own pace!



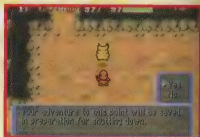
How to Save

You can save the game using your bed in your Rescue Team Base. Walk to the bed, and when you are asked if you would like to save, select "Yes." You can start the game from here next time you play.



Saving While on an Adventure

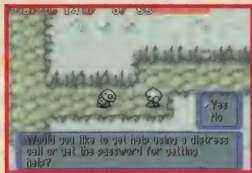
Open the menu, select "Others," and then "Quicksave." Even if you are in a dungeon, you can quicksave your adventure and stop playing the game. However, once you resume a quicksaved adventure, the quicksave data will be deleted. Choosing "Give Up" will return you to your base in the same way as being defeated during an adventure.





When You Are Defeated on an Adventure

If your HP hits 0 in a dungeon, you are defeated and you will be brought back to your base. If you are defeated in a dungeon, you will lose all of your money, and some of your items as well. However, you do not lose any experience points (Exp. Points). As you proceed further in the story, you will be able to ask your friends to come try to rescue you. When you are asked if you would like to call for a rescue, select "Yes." You will now be "Awaiting Rescue" (see page 43).



Note!

There can only be one adventure save file.

Even if you
are defeated.
Try again!
Never give up!



GAME FLOW

You form a rescue team with your partner Pokémon, get rescue jobs, and set off on dungeon adventures without delay.

Get the Rescue Team Starter Set!



When you form your rescue team, a Starter Set will be delivered to your mailbox. In it, you will find a Rescue Team Badge, a Toolbox that you can keep items that you find in dungeons in, and a copy of PKMN News.

Check the Mailbox



The Mailbox in front of the Rescue Team Base will get new issues of PKMN News as well as rescue requests. Check the Mailbox frequently.



Get ready!

Once your preparations are complete, you can set off on an adventure. Before you go to a dungeon, you can go to Pokémon Square and buy and sell items, store and take items, and train your team at the Makuhita Dojo.

To Adventures (Page 28) To Friend Areas (Page 42)
To Pokémon Square (Page 36)

Set off on an adventure



To begin with, select the dungeon you would like to go to. To complete the job you've chosen, go to a dungeon that has an envelope mark  next to it. A "GO" mark  is displayed next to a dungeon that will trigger an event.

Clearing dungeons

Once you reach a dungeon, complete your rescue job by making your way through the dungeon and defeating any enemy Pokémon. Don't forget to pick up any items you find.



Battle

← Fight a battle using regular attacks or Pokémon Moves.



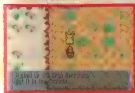
Rescue

← Rescue many Pokémon in trouble.



Get items

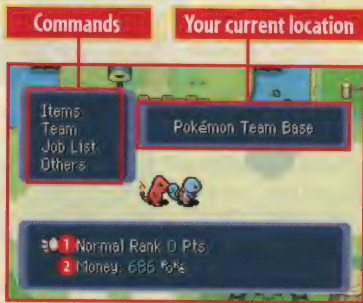
← You can find and pick up various items.



THE BASIC GAME SCREEN

Here is the description of the basic game screen when you are in the field and when you are in dungeons.

Field



1 Team Rank

The rescue team's rank. Your rank will start off normal at first, and as you complete more rescues, your rescue rank will increase. Aim for the Gold Rank!

2 Money

The amount of money you currently have. In this world, money is called Poké. By saving up Poké, you can buy items and Friend Areas.



Description of Commands

Items

You can trash an item you do not need. You can also check what effect an item has.

- ▶ **Trash:** Trash items you do not need from your Toolbox.
- ▶ **Info:** You can check an item's effect.

Team

You can check information on your team members.

- ▶ **Give:** Give an item to a team member.
- ▶ **Take:** Take an item from a team member.
- ▶ **Summary:** Check Pokémon's Stats, Features and Info.
- ▶ **Moves:** Check the Moves the Pokémon can use.
- ▶ **Check IQ:** Check the IQ the Pokémon obtained.

Job list

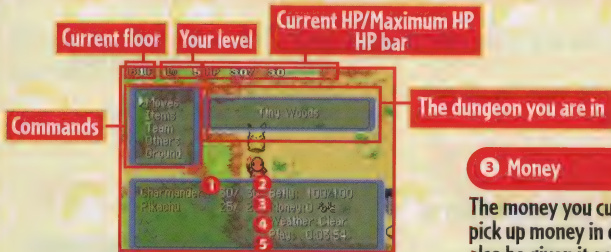
This is a list of rescue jobs you have. When you choose "Take Job," it means you are ready for the mission. Rescue jobs will be delivered to your mailbox, or posted on the bulletin board at the Pelipper Post Office.

Others

You can select the color of the window. You can also check hints about the controls.

- ▶ **Game Options:** Change window's color.
- ▶ **Hints:** Check useful information that will help your adventure.

Dungeons



1 HP

Team members' HP. If it hits 0, they will be defeated. The maximum HP will increase when a Pokémon levels up, or by a specific item.

2 Belly

Be careful, you will faint if you get too hungry. Restore your Belly by eating items such as Apples.

3 Money

The money you currently have. You can pick up money in dungeons, and you will also be given it as a reward for completing rescue jobs.

4 Weather

Some Moves and Pokémon get stronger depending on the weather.

5 Play

You can check your total play time.



Descriptions of commands.

Moves

Moves that can be used are displayed here. There is a limitation on how many times you can use Moves. If you run out of PP for a Move, you can restore it with a Max Elixir.

- ▶ **Use:** Use a chosen Move.
- ▶ **Set:** If a Move is set, you can use it easily by pressing the L and A Buttons together.
- ▶ **Deselect:** Deselect Moves that you've set.
- ▶ **Switch:** Switch the Moves to be used.
- ▶ **Link:** Link Moves.
- ▶ **Delink:** Delink linked Moves.
- ▶ **Info:** You can check what effect the Move has.

Items

You can check items you have in your Toolbox. When you select an item, the following commands will be displayed. You can keep up to 20 items in your Toolbox.

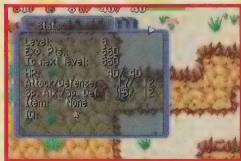
- ▶ **Use:** The command to use items. This will change to Eat, Ingest, or Throw depending on the kind of item.
- ▶ **Set:** If you set an item, you can use it easily by pressing the L and R Buttons together.
- ▶ **Give:** Give an item to a team member.
- ▶ **Deselect:** Deselect an item you've set.
- ▶ **Place:** Put an item on the ground.
- ▶ **Info:** You can check what effect an item has.
- ▶ **Throw:** Throw an item.

Team

Here you can check various information about the Pokémon on your team. Develop strategies to help you along in your adventure by checking their Summary and IQ.

► Summary

● Stats



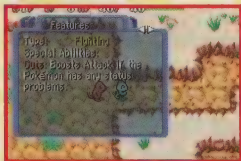
← You can check the Level or Exp. Points of the Pokémon in your team.

● Status



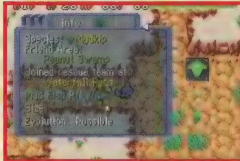
← You can check any status changes, such as Poisoned.

● Features



← You can check the Type or Special Ability of a Pokémon.

● Info



← You can check the basic information of the Pokémon, such as the Friend Area where the Pokémon lives.

► **Moves** The list of Moves you can currently use is displayed here.

*The content displayed is the same as when you select the "Moves" command (← Page 23)

► Talk

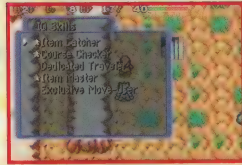
Talk to a Pokémon of your choice.



← You can talk to your team members and will get various replies.

► Check IQ

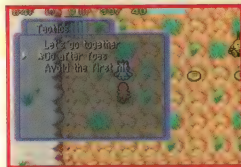
Check the list of IQs obtained.



← By selecting "Switch," you can put a ★ next to IQs that you want that Pokémon to use. You can also enhance a Pokémon's IQ with Gummis (see page 33).

► Tactics

You can choose your team members' tactics.



← Since you go into dungeons with a team, the tactics you choose are important. When the leader's level gets higher, the type of tactics you can choose from will increase.

Others

You can quicksave the game and change detailed play settings here.

► **Game Options:** You can change settings such as walk speed.

• Dungeon



↑ Set the options here to your liking so that you can easily play the game.

■ Speed

Decide walk speed.

■ Far-off pals

Choose "Look" if you want to see the battles of your members when they are far away from you.

■ Damage turn

Choose "Yes" to turn automatically and face the direction in which you are taking damage.

■ Grids

Choose "On" to display grids around you when changing the direction you face.

■ Map

Choose the way you want the map to be displayed.

• Others



↑ Change window color.

• Default



↑ Reset the game option settings to their default.

▶ Quicksave or Give Up (→ Page 16, 17)

● Quicksave



← Quicksave the game while in a dungeon and quit the game.

● Give Up



← Give up in a dungeon and return to your base.

■ Message log

Check recently displayed messages.

■ Mission objectives

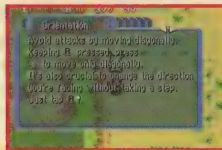
Check the objectives for all missions in your current dungeon.

■ Recruitment search

Check potential Pokémon recruits on the floor you are on, as well as which Pokémon you've already recruited from the floor.

■ Hints

Check useful information about playing the game, such as hints on controls, items, and so on.



← You can check useful information such as tips on controls.

Ground

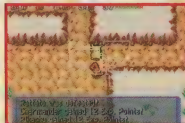
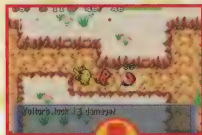
Check the ground you are standing on. If you find an item, you can pick it up or eat it. You can also trade the item with another player, or throw it at an enemy.

ADVENTURE

While in a dungeon on a mission, there are many "enemy" Pokémon that will attack you. Rescue as many Pokémon in trouble as possible by mastering the ways of battling.

Turn-based battles!

The battles in dungeons use a turn-based system. When your Pokémon moves one step, all enemies on the floor do the same. When you attack once, the enemies attack once. Each time this happens, it's called a "turn." If you don't make any actions, the enemy Pokémon will do nothing as well. Make sure you don't rush yourself, you have time to think the battles through carefully.

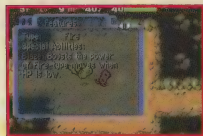


Take advantage of your Moves in battle

You can get more Exp. Points when you defeat an enemy using Moves instead of regular attacks. Once you set a Move, you can use it by simply pressing the L and A Buttons together.

Check Pokémon type

Pokémon and Moves have their own types. There are matchup advantages and disadvantages. For example, Water type has an advantage against Fire type. Pay attention to type, and use the right Move against the right enemy.



Status changes

If you are affected by a status change (such as Paralysis, Poison, or Burn) by an enemy Pokémon's attack, restore yourself using Seeds or Berries. You can also be restored by moving to the next floor.



Utilize items

Gravelerocks are very useful in battles. If you throw it at an enemy Pokémon that is far away, it can do significant damage to them before you get close. There are many items you can throw. If you set an item, you can throw it easily by pressing the L and R Buttons (see page 23).



DUNGEONS

In dungeons, there is danger awaiting you. Fear not, if you know how to handle yourself in a dungeon, there is nothing to worry about!



How to Check the Dungeon Map

- **White dot**
Your location.
- **Yellow dot**
Team member's location.
- **Red dot**
Enemy Pokémon's location.
- **Blue dot**
Item location.
- **Blue square**
Stairs location.



Dungeons change every time

Every time you enter a dungeon, the layout changes. The way the rooms are connected and the location of the stairs changes everytime you go into a dungeon— even the same one.



Watch the weather carefully

Dungeons are affected by weather, such as clear, cloudy, rainy, and sandstorm. Depending on a Pokémon's type, some will take damage while some attacks are actually raised by the weather.



Restoring HP in a dungeon

Even though your HP is decreased from enemy attacks, it is restored little by little as you walk around in a dungeon. If you want your HP to recover quicker, press and hold the A and B Buttons at the same time. Since this causes turns to proceed while standing still, your HP will restore very quickly. Be careful, if you do this, your Belly decreases and enemy Pokémon will also gather around you.



ITEMS

Items are indispensable when you're on a rescue mission. Make sure you understand completely what effect each item has.

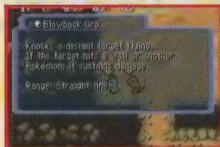
You can find items in many places.

Items can be obtained many ways, such as picking them up in a dungeon, buying them at shops, and having them given to you by a client after a successful mission. Since items have various effects, use them carefully.



Check the effect of items.

Have you found an item that you don't know how to use? If so, check the "Info" of the item under the "Items" command. This way, you can use items efficiently.





• Food

Apple

A food item that somewhat fills the Pokémon's Belly.

Big Apple

A food item that amply fills the Pokémon's Belly.



• Treats

Red Gummi

A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ.
Fire-type Pokémon like it the best.

Grass Gummi

A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ.
Grass-type Pokémon like it the best.

Gold Gummi

A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ.
Psychic-type Pokémon like it the best.

Green Gummi

A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ.
Bug-type Pokémon like it the best.

Yellow Gummi

A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ.
Electric-type Pokémon like it the best.



● Drinks

Max Elixir

A drink that completely restores the PP of all the Pokémon's Moves. It also slightly fills the Pokémon's Belly.



● Rock

Gravelerock

A throwing item that inflicts damage on the target Pokémon.



● Seeds/Berries

Stun Seed

A food item that causes the Pokémon to become petrified. It also slightly fills the Pokémon's Belly.

Sleep Seed

A food item that makes the user sleep. It also slightly fills the Pokémon's Belly.

Blast Seed

A food item that makes the Pokémon breathe highly damaging fire.

Reviver Seed

A hold item that revives the Pokémon if it faints.

Oran Berry

A food item that restores HP. It also slightly fills the Pokémon's Belly.

Pecha Berry

A food item that heals the Pokémon when poisoned or badly poisoned. It also slightly fills the Pokémon's Belly.



• Wonder Orbs

Slow Orb	Lowers the Movement Speed by one level.
Petrify Orb	Changes the status of foes to Petrified.
Totter Orb	Changes the status of foes to Confused.
Slumber Orb	Changes the status of foes to Sleep.
Escape Orb	Allows the rescue team to escape from a dungeon.



• Equipment

Power Band	A hold item that boosts the Pokémon's Attack.
Pecha Scarf	A hold item that prevents the Pokémon from being poisoned or badly poisoned.



• TMs (Technical Machines)

Attract	Teaches the Move Attract.
Overheat	Teaches the Move Overheat.
Protect	Teaches the Move Protect.

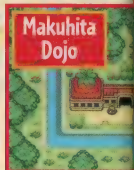
FACILITIES IN THE FIELD

Go visit Pokémon Square before setting off on an adventure in a dungeon. You can find various useful shops where you can get items and prepare.

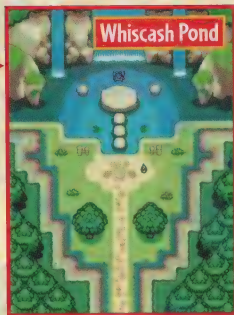
To Friend Areas



To Dungeons

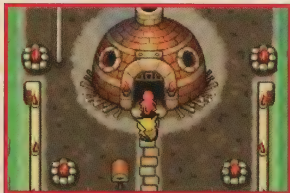


When you go east along the road in front of your base, you will reach Pokémon Square—where many convenient shops are located. You can sell, buy, or even store items, which is very useful on your adventures. You can also buy "Friend Areas," which are needed to increase your friends. Make sure to talk to all the Pokémon in the square!



Rescue Team Base

This is your Rescue Team Base. You can save your adventure at the bed in your base. Make sure to save often!



Kecleon Shop/Kecleon Wares

Pokémon in charge:
Kecleon

These shops sell items and TMs, and are run by the Kecleon brothers. The Kecleon on the left deals in items, the Kecleon on the right deals in Wonder Orbs and TMs. You can either buy or sell here. Use the shops wisely to provide you with an advantage on your adventures.



Felicity Bank

Pokémon in charge:
Persian

You can deposit or withdraw your money here. If you are defeated in a dungeon, you will lose all of the money you have with you in the dungeon. However, if you deposit your money, you never lose it.



Kangaskhan Storage

Pokémon in charge:
Kangaskhan

You can store items here—whether they were brought from a dungeon or purchased in a store. If you are defeated in a dungeon, you lose some of your items. But if you store them here, you'll never lose them.



Gulpin Link Shop

Pokémon in charge:
Gulpin

You can set, link, or remember Moves here. Setting Moves enables you to use them by simply pressing the L and A Buttons together. If you link Moves, you can use them all together in succession in just one turn.



Wigglytuff Club

Pokémon in charge:
Wigglytuff

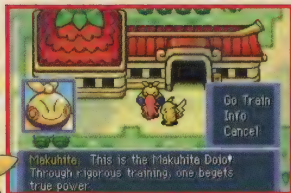
You will need Friend Areas to increase your friends. In order to make friends with a Pokémon and have it join your team, you must have that Pokémon's Friend Area. You can buy Friend Areas here.



Makuhita Dojo

Pokémon in charge:
Makuhita

You can raise the level of your team members by training in various types of rooms here. All the rooms have the name of a Pokémon type, such as the Fire Maze or Electric Maze where only Fire-type or Electric-type Pokémon will appear. This will allow you to easily study how types match up in battle.



Pelipper Post Office

Pokémon in charge:
Pelipper

You can receive SOS Mail from other players and also leave on a friend rescue from here. Also you can send A-OK Mail or send and receive Thank-You Mail here. Check the bulletin board in front of the Post Office where you can find rescue jobs (see page 43).



INTRODUCTION TO THE POKÉMON WORLD

This is a world in which only Pokémon live. There are so many places to see—such as the Thunderwave Cave or Mt. Thunder.

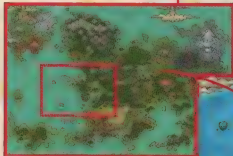
The Pokémon world

This time around, your adventures will take place in various dungeons located throughout this Pokémon world. In the dungeons, the terrain, enemies, and items you find will change every time you enter them—even if it's the same dungeon. Take great care when you go on a rescue job, you never know what you'll find!

Friend Areas

Friend Areas are important places where your Pokémon friends can live. Without Friend Areas, Pokémon can not become your friends. You can buy Friend Areas at the Wigglytuff Club in Pokémon Square.

● Pokémon world map



● Friend Areas map



USING THE GAME BOY ADVANCE GAME LINK CABLE

The Game Boy Advance Game Link cable enables you to expand your enjoyment even further. The following is an introduction on how to use it.

This game is not compatible with other Pokémon versions for the Game Boy or Game Boy Advance.

The flow of friend rescues.

1. Waiting for a friend rescue

Select "Get Help" under the "Friend Rescue" command on the top menu, then choose "Send SOS Mail." Next, select "Game Link cable."



Connect the cable following the instructions on the screen, then press the A Button to begin communication. If you use passwords, just let the other player know the password displayed on the screen.

2. Going on a friend rescue

Select "Go Rescue" under the "Friend Rescue" command on the top menu, then choose "Receive SOS Mail."

Next, select "Game Link cable" and resume the game by selecting

"Continue" on the top menu. Once you start the game, go to the Pelipper Post Office and talk to the Pelipper on the left. Select "Leave for Rescue" to go on the friend rescue mission. When you reach the Rescue Spot and select "Rescue," the rescue will be completed. You will then automatically return to the Pelipper Post Office. Talk to the Pelipper on the left and send an A-OK Mail.



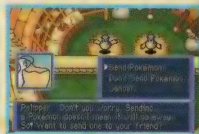
When you send an A-OK Mail, you can send a Pokémon you've befriended to your friend as a helper Pokémon.

*The Pokémon will not disappear from your game if you send it as a helper Pokémon.

*You can also receive SOS Mail at the Pelipper Post Office.

3. Waiting for a friend rescue

When the player who left on a friend rescue mission succeeds, they will send you an A-OK Mail. Once they have done this, select "Get Help" under the "Friend Rescue" command on the top menu, then choose "Receive A-OK Mail." Next, select "Game Link cable" and choose "Revive Team" after you receive the A-OK Mail. Now you can resume the game from the spot where you were defeated in the dungeon.



There is also chance that your friend sent you a helper Pokémon along with the A-OK Mail. If so, you can resume your adventure with the helper Pokémon.

Thank-You Mail

The player who was revived can send a Thank-You Mail to the player who rescued them. To do this, select "Get Help" under the "Friend Rescue" command on the top menu. Then select "Send Thank-You Mail" and choose "Game Link cable." You can do the same thing by talking to the Pelipper on the right at the Pelipper Post Office and choosing "Send Thank-You Mail." If you want, you can attach an item to the Thank-You Mail. After selecting the method to send the mail, choose "Send Item" then choose the item you want to attach.

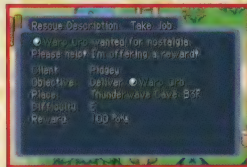
*If you have no items at Kangaskhan Storage, you can not send one.

Trade Items

Using the Game Link cable, you can trade your items in Kangaskhan Storage with other players. Make use of this feature to help you on your adventures.

Wonder Mail

When you receive Wonder Mail, you will get the same rescue job as the friend who sent it. Something good may happen if you clear this rescue mission...



Passwords enable you to do the same!

If you aren't able to link up with a friend, you can use passwords to send and receive mail for friend rescue missions. Simply choose the passwords command when you are asked how you would like to send or receive mail (→ see page 14 for how to input passwords).

*You can not send helper Pokémon when you use passwords.



How to connect the Game Link cable

Please also read the manual of the accessories you will use.

***Nintendo DS system is not compatible with the Game Link cable.**

When NOT using a Game Boy micro

- Game Boy Advance, Game Boy Advance SP, Game Boy Player (w/ Nintendo GameCube and controller) ... Two
- Pokémon Mystery Dungeon: Red Rescue Team Game Pak Two
- Game Boy Advance Game Link cable One

What you will need (when using a Game Boy micro)

- Game Boy Advance, Game Boy Advance SP, Game Boy micro Two
- *Game Boy micro can not connect to the Game Boy Player**
- Pokémon Mystery Dungeon: Red Rescue Team Game Pak Two
- Game Boy micro Game Link cable One
- Game Boy micro Converter Connector One

How to connect

1. Make sure that each system is turned off, then insert the GBA Game Pak into each system.
2. Connect the Game Link cable following the example to the right.
3. Turn on the power of all the systems.
4. Now, follow the instructions on page 43.

Troubleshooting

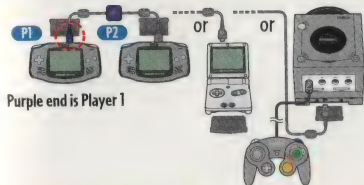
If you're having trouble, the following malfunctions may be occurring:

- You are attempting to connect with a cable other than the GBA Game Link cable.
- The GBA Game Link cable is not fully plugged into the correct ports.
- While establishing a link, the GBA Game Link cable was removed.
- You are attempting to make an unworkable connection.
- To play with the Game Boy Player, you need one Nintendo GameCube and one GameCube Controller.

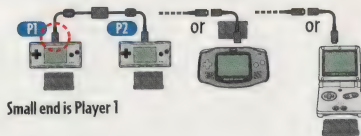
Note: Multi play (communication play) cannot be done using only a Game Cube system (connected with Game Boy Player) and multiple controllers.

Example of connecting (Multi-Pak play)

Without Game Boy micro



With Game Boy micro



Notes



Notes



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